VersaBet Version 4.0

Using the Sum Analyzer

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Introduction to the Sum Analyzer

There is a tendency on the part of lottery analysis software to overwhelm the user with statistics,but statistics are useful only when put in perspective. It is the function of Sum Analyzer to provide a perspective and framework in which you can more effectively focus on creating better bets.

The smallest units of information available for analysis are individual numbers. These individual numbers when combined into a game drawing makes up a larger unit of information. A series of game drawings makes up a still larger unit of information. These larger units, rather than the individual numbers of which they are comprised, provide the key to effective betting.

The unit of information on which Sum Analyzer focuses is called the *sum-of-the-digits*, or more simply, the *sum*. The sum is arrived at by simply adding together the individual numbers in a game drawing. Sum Analyzer performs this feat on every record in the game database, then finds the most effective sums and sum ranges, shows you how often they occur, then shows you the individual elements that are most often found within these sum ranges and how to construct your bets to reflect them.

Sum Analyzer *can save you money*, by showing you quite dramatically which sums are weak and which sums *never even occur*, factors that wheeling systems, for instance, simply do not take into account when generating bets. Each dollar spent on a bet with a *dead* sum is a dollar and an opportunity lost.

The tools used by Sum Analyzer to accomplish this are nine individual analysis functions. Each analysis function provides a slightly different view of the sums, and used together in a cross-reference fashion, draw a clear comprehensive picture.

The information provided by Sum Analyzer can then be used within our Bet Maker component for fast and accurate construction of bets.

➢ The Parts of Sum Analyzer

Sum Analyzer is divided into three major parts. The first part is the file selection screen where a database is selected for analysis. The database can be any VersaBet formated game file or bet file,

The second part allows you to select the area of the database to analyze. You can select any group of records between the first and last record, and you can further select any range of fields within the record range you have selected.

The third part of Sum Analyzer allows you to select a report function with which to analyze the database you have selected. Selecting **Ok** in each section moves you forward to the next section. Selecting **Cancel** or **Exit**, or pressing the **Esc** key moves you back to the previous section.

➢ Sum Analyzer Capacity and Limits

Sum Analyzer can analyze files containing about 9000 6-number records, slightly more for 5-number records, and less for Keno type records that are often 20 or more numbers in length. A practical limit is around 100-500 of the most recent records, as information from databases larger than this tends to get 'smoothed out' and will yield little additional useful information.

➢ Using Sum Analyzer Along With The Bet Maker

The VersaBet Bet Maker component is the ideal tool for generating bets with information derived from Sum Analyzer. After deciding on a sum range to use, select the Sum Analyzer' **Sum Range Elements** report and print out both sections to your printer.

Exit Sum Analyzer and start the Bet Maker. When in the Bet Maker's **Bet Filters Setup**, transfer the information from your printed report to the appropriate boxes on the screen.

➢ Navigating Sum Analyzer

With a Mouse

Click on any **Command Button** or **Input Box** on the display to make it active. Click on any directory or file name to select it. Double-click on any directory or file name to activate it.

With the Keyboard

Tab to any Command Button or Input Box with the **Tab** key or **Enter** key. Use the **Arrow** keys to position the cursor within an input box or to move between **Option buttons**. Move between input boxes with either the **Tab** key or the **Enter** key. Move backwards between buttons and input boxes with the **Shift-Tab** keys.

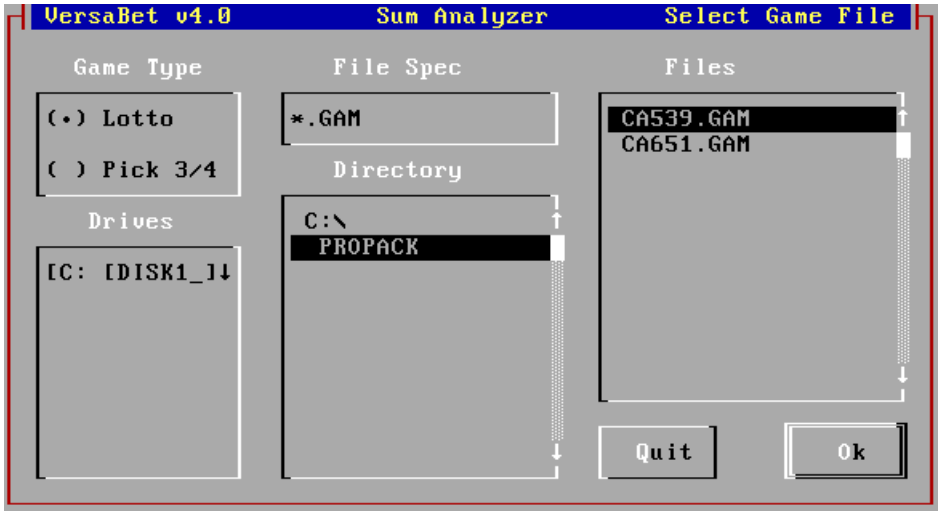
Using Access Keys:

An **Access Key** is a letter key on your keyboard that corresponds to a highlighted letter on a command button or other control somewhere on your screen display. When used with the **Alt** key *outside* a report, it activates the function of the corresponding control.

When *inside* a report the Alt key is not required. Just press the letter or symbol key on your keyboard that corresponds to the highlighted letter or symbol shown at the bottom of the report screen.

➢ Selecting A File

First check the *Game Type* box to make sure the correct game type is selected. If necessaary, change it by clicking on the correct option button. To select a directory, click the mouse in the **Directory** window and double-click on the correct directory.

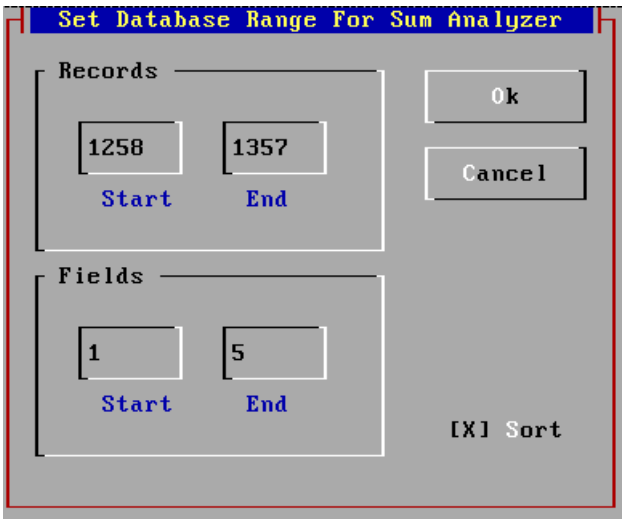


To select a file, double-click on the file name in the **Files** window, or tab to the **Files** window, highlight the file name using the **Arrow** keys, and press the **Enter** key.

➢ Setting Database Limits

Sum Analyzer can analyze all or any part of a game database. The **Set Database Range** screen allows you to select both a *range of records* and a *range of fields* within each record.

The default limits are all of the records and all of the fields. To accept the defaults, simply click on the **Ok** button with your mouse, or tab to the **Ok** button and press the **Enter** key. To change the defaults, click the mouse in the appropriate box, use the **Backspace** key to erase the information, and enter the new values. Click on **Ok** when done.



The **Set Database Range** screen is divided into two sections, one for the **Records** and one for the **Fields**. A *record* is a set of numbers that represent the results of a single game drawing. A game file may contain thousands of records. A *field* represents a single number, by position, within a record. There are as many fields within a record as there are numbers drawn in a single game drawing.

A number's field position is determined by the order in which the numbers were recorded when you entered them into your game database. While some players record numbers in the order in which they are drawn, numbers are most commonly entered in ascending order (low-to-high). Sum Analyzer will always automatically sort the fields in ascending order unless the **Sort** option is turned off. The

Sort option can be toggled off by clicking in the **Sort** box on the **Database Range** screen so that the **X** disappears from the box. The **Sort** option will not alter the original file in any way.

In almost all cases you will want the sort option left *on*. The exception to this is when you have entered numbers in the order drawn and you wish to analyze sums by Position within the records; a procedure of questionable value.

➢ Deciding What Ranges To Use

Records

For an overall summary view of your lottery, use 500 or more of the most current records in your database. To find current patterns and trends, use more recent information, such as the last 20-100 records in your database. To use the last twenty records (for instance), if your lottery database holds 200 drawings, set the **Start** record to 181 and the **End** record to 200.

Fields

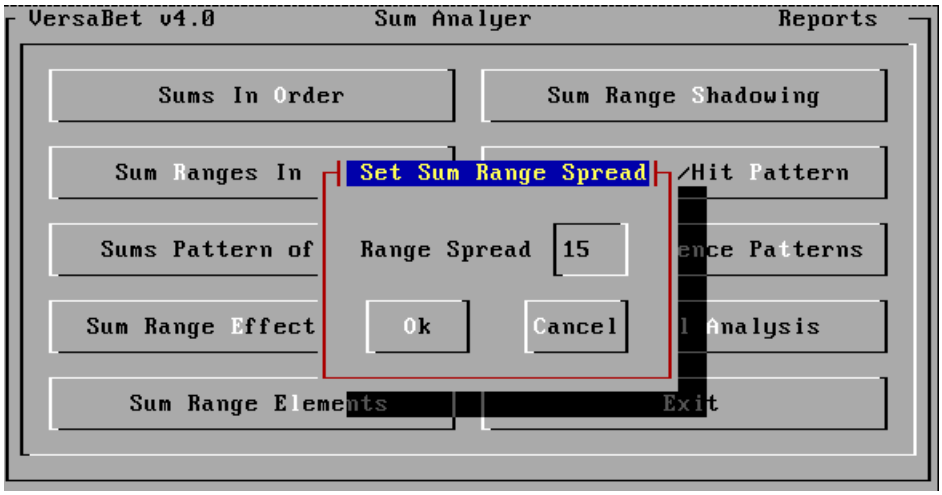
Unless your game uses *bonus* or *alternate* numbers, it is most useful to use all of the fields within a record. Bonus numbers cause informational 'clutter', and the **End** field number should be reduced by the number of bonus numbers contained in a record (Here we're assuming that bonus numbers are always the last numbers recorded when a game drawing is entered into your game database).

➢ Sums, Ranges, And Spreads

A *sum* is the result of adding together all of the numbers in a single game drawing. A *sum range* is an inclusive *group of sums* from lowest to highest. A *spread* is the *difference* between the lowest and highest sums in a range of sums.

When working with sum reports in Sum Analyzer, you will at times be asked to specify either a *spread* or a *sum range* in special input boxes. Once entered, the specified spread or range will become the default until you change them or until you exit the program.

Spreads are used in some reports to find ranges on which to perform further analysis. The spread is the basic unit of measure in Sum Analyzer, and the object is to *find the smallest spread that produces the most effective sum range*.



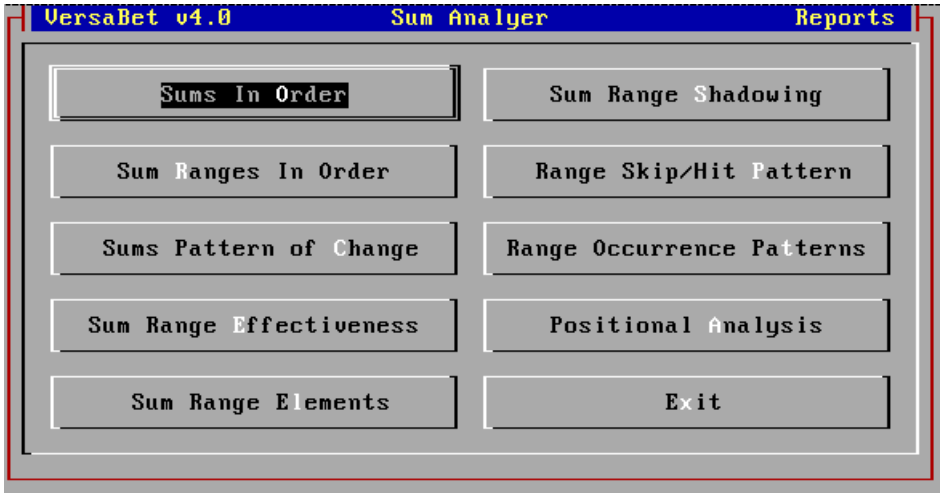
Spreads are entered into dialog boxes by typing in the number that represents the size of the spread and then pressing **Enter** or clicking on **Ok**.

Sum Ranges are entered the same way, but the sum range box also prompts you by

displaying by the lowest-highest sums available to the game in which you are working.

Sum Analyzer Reports: General

There are nine reports generated by Sum Analyzer. Each report may have either one or two sections, and each section may have multiple screen pages. The top part of each report screen shows the name of the database being used for analysis and miscellaneous information relating to sums or sum-ranges being analyzed. The top part also shows the current Screen Section of the report if the report contains more than one section.



The bottom row of each report screen shows the keys that are available for navigating while in the report. These are shown in the form of 'buttons' that can be activated by clicking on them with the mouse, or by pressing the Access Key that corresponds to the name or symbol on the button.

The buttons are identified as follows, from left to right:

Print - prints all sections of the report currently being reviewed to your line printer.

PageUp PageDn - Moves backwards and forwards between pages of the screen section currently being displayed. The left and right **Arrow** keys perform the same function.

Home - Moves to the first page of the current screen section.

End - Moves to the last page of the current screen section.

Section- Moves between screen sections (major parts of the report) if more than one. The up and down ARROW keys activate this function and allow you to toggle between sections.

Esc - Pressing the Esc key or clicking on the Esc button exits the report and returns you to the **Report Selection** screen.

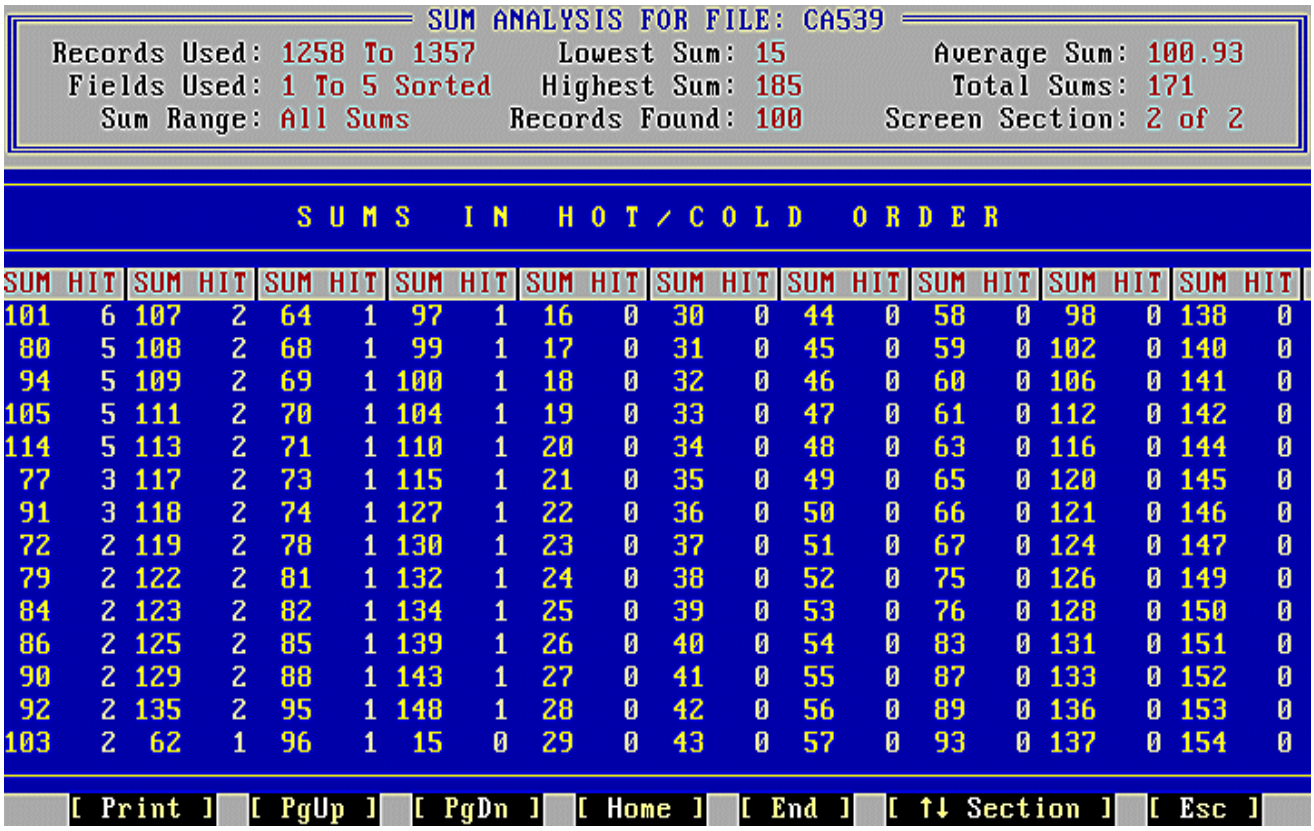
Selecting a function button that is not active in a particular report will result in an audible beep and no action will follow.

The main body of the report usually consists of a top or 'header' line that identifies and separates the report data. The report data itself is immediately below the header line.

Specific Analysis Reports

➢ Sums In Order

Sums In Order shows all of the available *individual* sums.



SUM ANALYSIS FOR FILE: CA539

Records Used: 1258 To 1357 Lowest Sum: 15 Average Sum: 100.93
Fields Used: 1 To 5 Sorted Highest Sum: 185 Total Sums: 171
Sum Range: All Sums Records Found: 100 Screen Section: 2 of 2

S U M S I N H O T / C O L D O R D E R

SUM	HIT	SUM	HIT	SUM	HIT	SUM	HIT	SUM	HIT	SUM	HIT	SUM	HIT	SUM	HIT	SUM	HIT
101	6	107	2	64	1	97	1	16	0	30	0	44	0	58	0	98	0	138	0
80	5	108	2	68	1	99	1	17	0	31	0	45	0	59	0	102	0	140	0
94	5	109	2	69	1	100	1	18	0	32	0	46	0	60	0	106	0	141	0
105	5	111	2	70	1	104	1	19	0	33	0	47	0	61	0	112	0	142	0
114	5	113	2	71	1	110	1	20	0	34	0	48	0	63	0	116	0	144	0
77	3	117	2	73	1	115	1	21	0	35	0	49	0	65	0	120	0	145	0
91	3	118	2	74	1	127	1	22	0	36	0	50	0	66	0	121	0	146	0
72	2	119	2	78	1	130	1	23	0	37	0	51	0	67	0	124	0	147	0
79	2	122	2	81	1	132	1	24	0	38	0	52	0	75	0	126	0	149	0
84	2	123	2	82	1	134	1	25	0	39	0	53	0	76	0	128	0	150	0
86	2	125	2	85	1	139	1	26	0	40	0	54	0	83	0	131	0	151	0
90	2	129	2	88	1	143	1	27	0	41	0	55	0	87	0	133	0	152	0
92	2	135	2	95	1	148	1	28	0	42	0	56	0	89	0	136	0	153	0
103	2	62	1	96	1	15	0	29	0	43	0	57	0	93	0	137	0	154	0

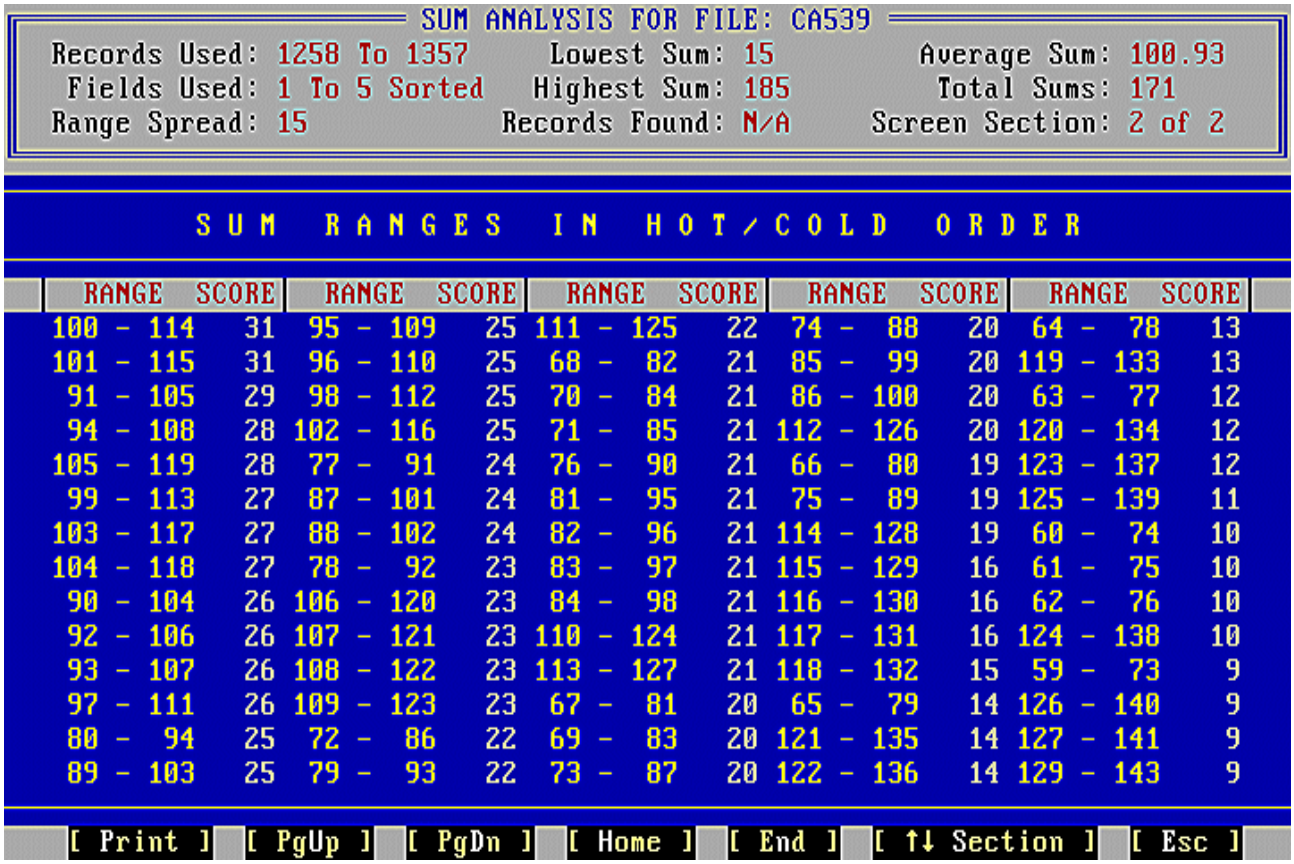
[Print] [PgUp] [PgDn] [Home] [End] [↑↓ Section] [Esc]

Report Section One (not shown) displays the sums in ascending order and shows how many times each sum has occurred (hit) in game drawings for the selected record range.

Report Section Two (shown above) displays the sums in Hot/Cold order, that is, most-occurring to least-occurring.

➢ Sum Ranges In Order

Sum *Ranges* In Order shows all of the available sum ranges at the *sum spread* requested when the report was invoked.



SUM ANALYSIS FOR FILE: CA539

Records Used: 1258 To 1357 Lowest Sum: 15 Average Sum: 100.93
Fields Used: 1 To 5 Sorted Highest Sum: 185 Total Sums: 171
Range Spread: 15 Records Found: N/A Screen Section: 2 of 2

S U M R A N G E S I N H O T / C O L D O R D E R

RANGE	SCORE	RANGE	SCORE	RANGE	SCORE	RANGE	SCORE	RANGE	SCORE
100 - 114	31	95 - 109	25	111 - 125	22	74 - 88	20	64 - 78	13
101 - 115	31	96 - 110	25	68 - 82	21	85 - 99	20	119 - 133	13
91 - 105	29	98 - 112	25	70 - 84	21	86 - 100	20	63 - 77	12
94 - 108	28	102 - 116	25	71 - 85	21	112 - 126	20	120 - 134	12
105 - 119	28	77 - 91	24	76 - 90	21	66 - 80	19	123 - 137	12
99 - 113	27	87 - 101	24	81 - 95	21	75 - 89	19	125 - 139	11
103 - 117	27	88 - 102	24	82 - 96	21	114 - 128	19	60 - 74	10
104 - 118	27	78 - 92	23	83 - 97	21	115 - 129	16	61 - 75	10
90 - 104	26	106 - 120	23	84 - 98	21	116 - 130	16	62 - 76	10
92 - 106	26	107 - 121	23	110 - 124	21	117 - 131	16	124 - 138	10
93 - 107	26	108 - 122	23	113 - 127	21	118 - 132	15	59 - 73	9
97 - 111	26	109 - 123	23	67 - 81	20	65 - 79	14	126 - 140	9
80 - 94	25	72 - 86	22	69 - 83	20	121 - 135	14	127 - 141	9
89 - 103	25	79 - 93	22	73 - 87	20	122 - 136	14	129 - 143	9

[Print] [PgUp] [PgDn] [Home] [End] [↑↓ Section] [Esc]

Report Section One (not shown) displays the ranges in ascending order and the 'score' for each range (the number of times that range has occurred in a game drawing within the selected record range).

Report Section Two (shown above) displays the same information, but with the sum ranges arranged in 'hot/cold' order (most-to-least occurring).

➢ SUMS PATTERN OF CHANGE

Sums Pattern of Change shows all of the game drawings that have occurred within the selected part of the database in the order that they occurred. Next to the game drawing number appears the sum-of-the-digits for that drawing, and next to the sum-of-the digits appears a number

SUM ANALYSIS FOR FILE: CA539

Records Used: 1258 To 1357 Lowest Sum: 15 Average Sum: 100.93
Fields Used: 1 To 5 Sorted Highest Sum: 185 Total Sums: 171

SUMS PATTERN OF CHANGE

GAME	SUM	CHANGE	GAME	SUM	CHANGE	GAME	SUM	CHANGE	GAME	SUM	CHANGE	GAME	SUM	CHANGE
1258	114	0	1273	85	- 9	1288	84	+ 4	1303	101	+ 10	1318	109	+ 19
1259	78	- 36	1274	107	+ 22	1289	64	- 20	1304	123	+ 22	1319	111	+ 2
1260	68	- 10	1275	114	+ 7	1290	117	+ 53	1305	122	- 1	1320	103	- 8
1261	91	+ 23	1276	113	- 1	1291	84	- 33	1306	101	- 21	1321	113	+ 10
1262	132	+ 41	1277	97	- 16	1292	119	+ 35	1307	114	+ 13	1322	118	+ 5
1263	114	- 18	1278	111	+ 14	1293	77	- 42	1308	99	- 15	1323	105	- 13
1264	92	- 22	1279	127	+ 16	1294	79	+ 2	1309	104	+ 5	1324	125	+ 20
1265	72	- 20	1280	80	- 47	1295	79	0	1310	90	- 14	1325	119	- 6
1266	94	+ 22	1281	62	- 18	1296	143	+ 64	1311	101	+ 11	1326	86	- 33
1267	115	+ 21	1282	134	+ 72	1297	130	- 13	1312	139	+ 38	1327	135	+ 49
1268	148	+ 33	1283	105	- 29	1298	69	- 61	1313	103	- 36	1328	82	- 53
1269	101	- 47	1284	101	- 4	1299	77	+ 8	1314	117	+ 14	1329	81	- 1
1270	114	+ 13	1285	129	+ 28	1300	101	+ 24	1315	122	+ 5	1330	92	+ 11
1271	135	+ 21	1286	74	- 55	1301	125	+ 24	1316	105	- 17	1331	70	- 22
1272	94	- 41	1287	80	+ 6	1302	91	- 34	1317	90	- 15	1332	108	+ 38

[Print] [PgUp] [PgDn] [Home] [End] [↑↓ Section] [Esc]

showing

the change that occurred between the current sum and the sum of the previous drawing. If the change is indicated as a 0 (zero), this indicates that no change occurred. In other words, that the sum was the same as the sum in the previous game.

The **+** or **-** sign preceding the **CHANGE** number indicates whether the current sum increased or decreased from the previous sum.

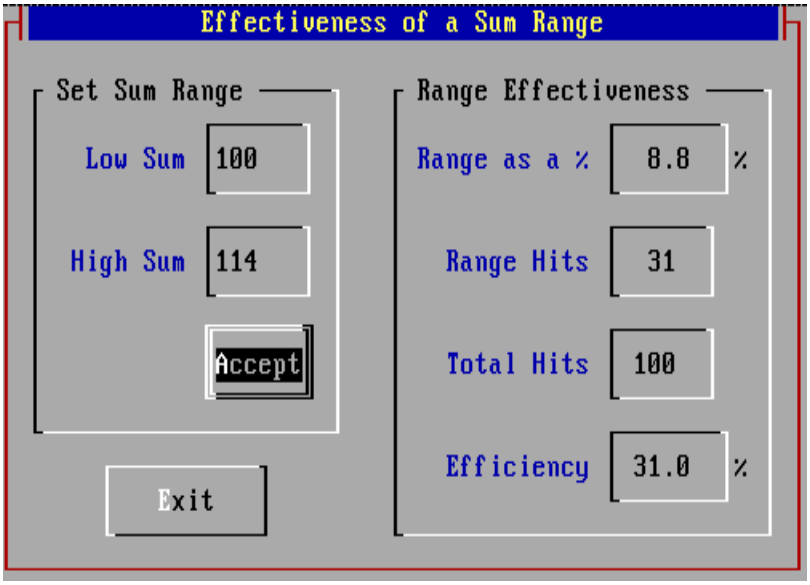
Tracking the pattern of change gives some insight into the volatility or consistencey in the way sums occur within a given lottery, and provides a basis for predicting upward and downward trends.

It has been noticed that larger changes tend to occur at the lower and higher extremes of the ranges, and that changes become less dramatic (usually) when the ranges are near the average sum.

➢ Sum Range Effectiveness

The Sum Range Effectiveness function allows you to test a specific sum range against all other sums and to determine its overall *efficiency*.

The lowest and highest sums of the range you want to check are entered into the input boxes on the left of the screen, and an effectiveness report is immediately displayed on the right.



Range Effectiveness Elements:

Range as a %

Shows the sum range as a percentage of all sums. For example, a percentage of 8.8% as shown, means that the selected sum range includes 8.8% of all available sums.

Range Hits

Shows the number of times that sums within the range have occurred in game drawings for the selected record range.

Total Hits

Shows the total hits against all available sums within and outside the selected range.

Efficiency

Efficiency is expressed as a percentage of sum-range hits in respect to all available sums.

What It All Means

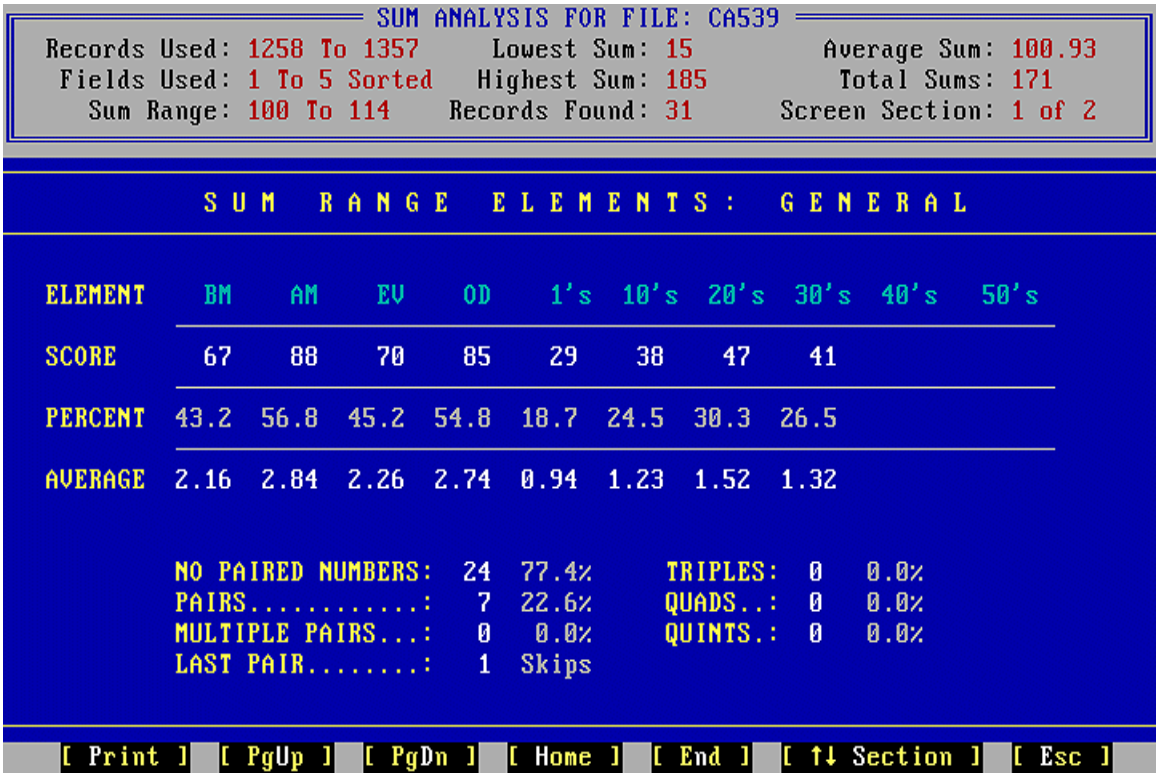
If, for example, the selected sum range shows **Range as a %** of 8.8% and an **Efficiency** of 31%, this means that while the sums included in the sum range represents only 8.8% of all the available sums, they accounts for 31% of all of the hits.

Not bad information to have at your disposal and certainly a sum range to look at more closely.

➢ SUM RANGE ELEMENTS

Sum Range Elements are individual components that make up the structure of a sum or sum range. These are the components that are manipulated when designing bets.

There are two major groups, *General* and *Numbers*, divided into two report *sections*.



Screen Report One: General Elements

Mid-point

The Mid-point is a number that is nominally half way between the lowest and highest number allowed in a particular lottery game. A lottery game that used 50 numbers would have a mid-point of 25. A 44-number game would have a mid-point of 22. A 43-number game would have a mid-point of 21.5, which would be rounded down to 21.

BM

BM stands for 'below mid-point'. This would include the actual mid-point number and all lower numbers..

AM

AM stands for 'above mid-point' and would include all numbers higher than the mid-point number.

EV

EV stands for *even* numbers.

OD

OD stands for *odd* numbers

1's : Numbers between 1 and 9

10's : Numbers between 10 and 19

20's : Numbers between 20 and 29

30's : Numbers between 30 and 39

40's, 50's, etc. : Numbers within the corresponding tens-groups.

The above group of elements is distributed across the top of the main report screen. Each element is scored for hits within the sum range, and each score is shown as a percentage and as an average.

This information is crucially important to constructing effective bets as it shows you how your bets should be 'weighted' in terms of number selection. A sum range that you have decided to use may have a tendency to use even numbers over odd, may favor numbers above the mid-point, and may draw heavily on numbers in the 10's, 20's, and 40's while using few from the 1's and 30's groups. This supplies a pretty fair insight into how to select and arrange your numbers.

In addition to the above General elements, there are also the 'combination' elements shown on the bottom part of the main report screen. These elements show the incidence of consecutive numbers within the sums that comprise the sum range.

NO PAIRED NUMBERS
Shows the number of game drawings that have occurred within the selected sum range that contained no consecutive numbers.

PAIRS
Shows the number of game drawings that contained only one set of two consecutive numbers.

MULTIPLE PAIRS
Shows the number of game drawings that contained more than one set of two consecutive numbers, separated by a non-consecutive number.

TRIPLES
Shows the number of game drawings within the sum range that held one or more sets of three consecutive numbers.

QUADS
Shows game drawings within the sum range that held four consecutive numbers.

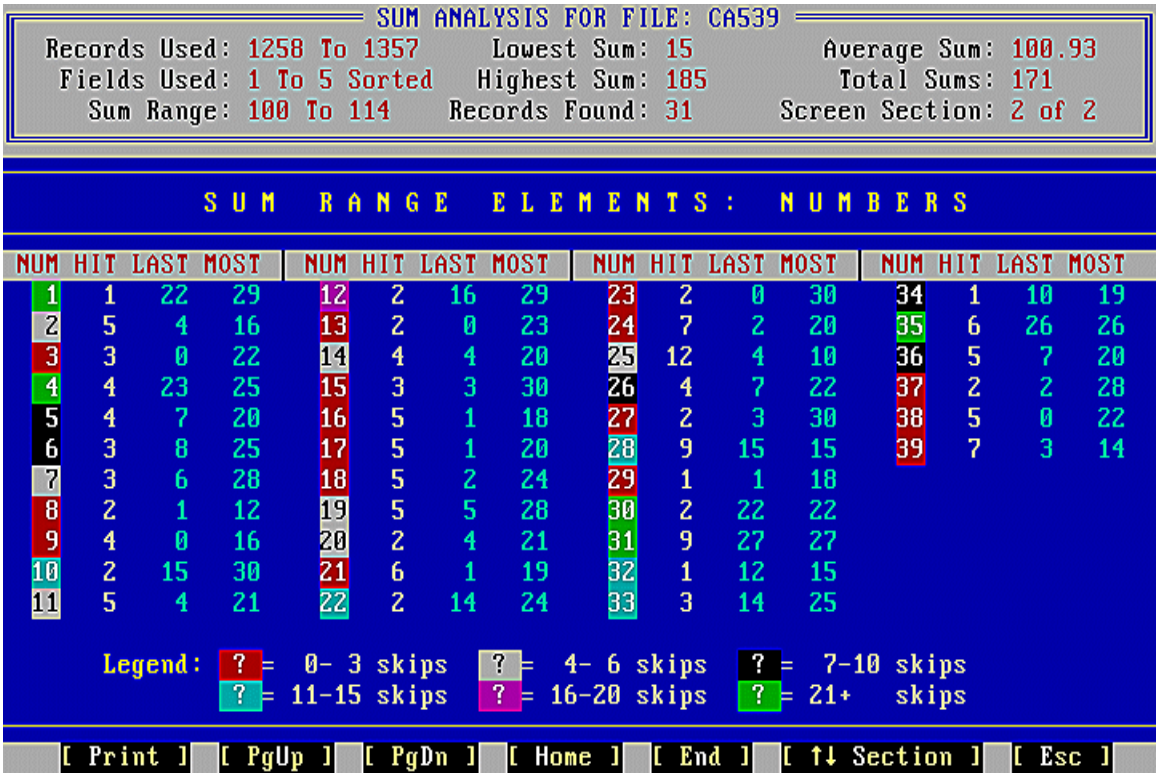
QUINTS
Shows game drawings within the sum range that held five consecutive numbers.

LAST PAIR
Shows the last time a game drawing within the sum range held a pair of consecutive numbers.

When interpreting the General Elements report, the **AVERAGE** line, and the *Combination Elements* contain the best summary of information for use with the Bet Maker component. Be sure to print this screen before exiting Sum Analyzer.

Screen Report Two: Number Elements

The Number Elements report shows each number in the lottery game, shows how many times it has 'hit' within the selected sum range, shows the number of game drawings that have occurred since it has hit in *any* sum range (**LAST**), and shows the **MOST** number of game drawings that have *ever* elapsed between hits for each number in *any* sum range.



A color-coded **Legend** at the bottom of the screen places each lottery number in a skip category for easy identification. This feature is especially useful for use with the VersaBet Lotto Manager component, whose *Skip-Trace* feature shows which skip category is currently hot and makes number selection much easier.

The Sum Range Elements report also greatly simplifies things for those who use the VersaBet Bet Maker component, as the various elements can be easily translated to the Bet Maker's **Bet Filters Setup** screen.

➢ Sum Range Shadowing

The *Shadowing* concept used in the Lotto Manager applies to individual *numbers*. In Sum Analyzer it is applied to individual *sums*. The function of Shadowing is to find sums that tend to *precede* and sums that tend to *follow* sum ranges from game drawing to game drawing. The object is to try to predict what *sum range* is likely to occur based on the regular occurrences of particular *sums*.

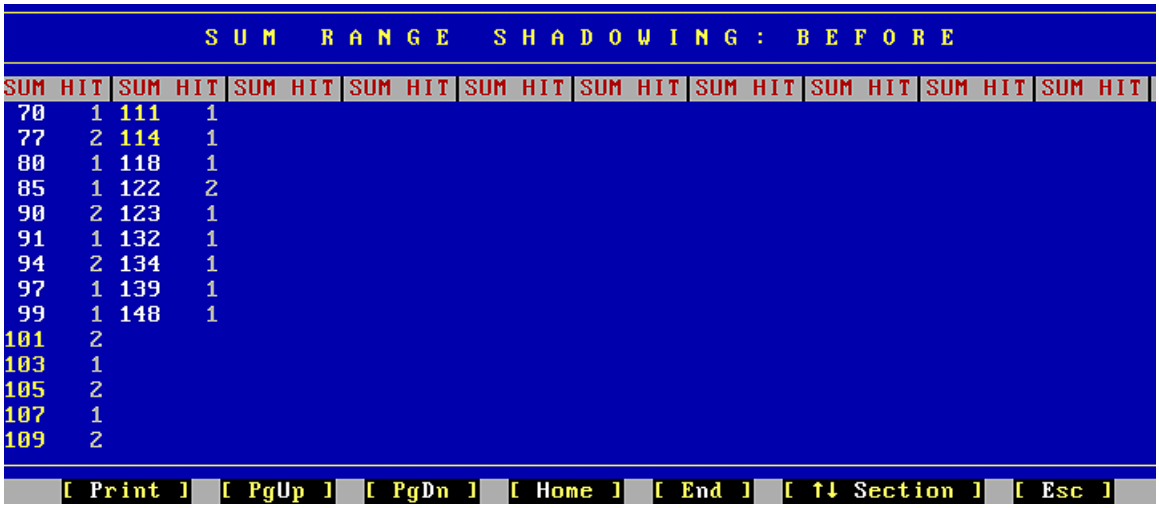
Another way to look at it is to think of a sum as a *precursor* to the occurrence of a particular *sum range*.

For instance, if you are presently analyzing a sum range based on your most recent game drawing, using a spread of 20 numbers, the new sum that you found through Shadowing would

become the middle of the new sum range to use for the next game drawing. The Shadowing report is divided into two sections; Before and After.

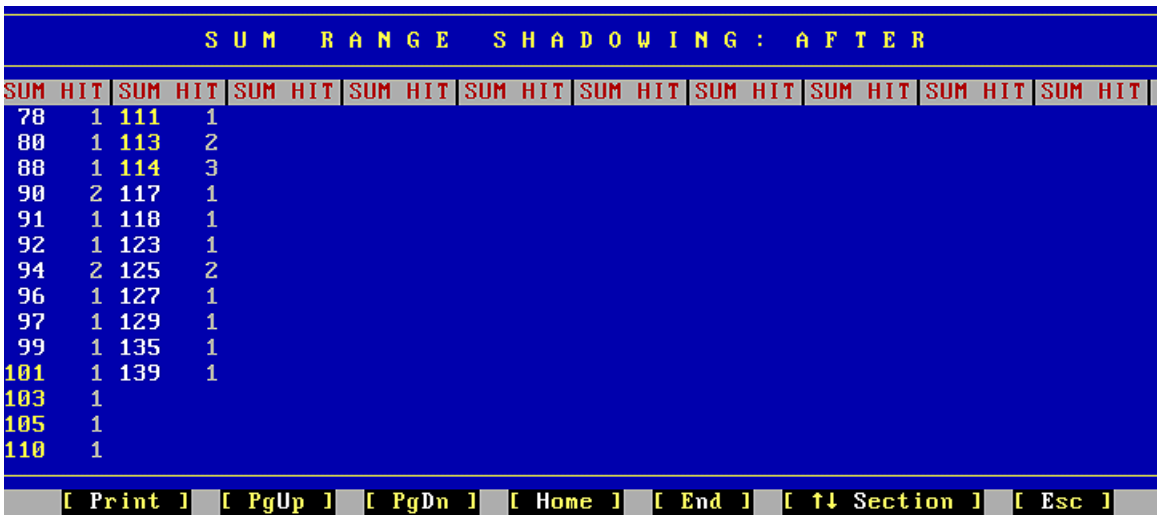
Screen Section One: Before

The **Before** section shows each sum that has occurred in a game drawing immediately *before* any sum found in the currently selected range has occurred, and the number of times it has occurred in this manner.



Screen Section Two: After

The **After** section shows each sum that has occurred in a game drawing immediately *after* any sum found in the currently selected range has occurred, and the number of times it has occurred in this manner. The sums that were found are listed in ascending order.

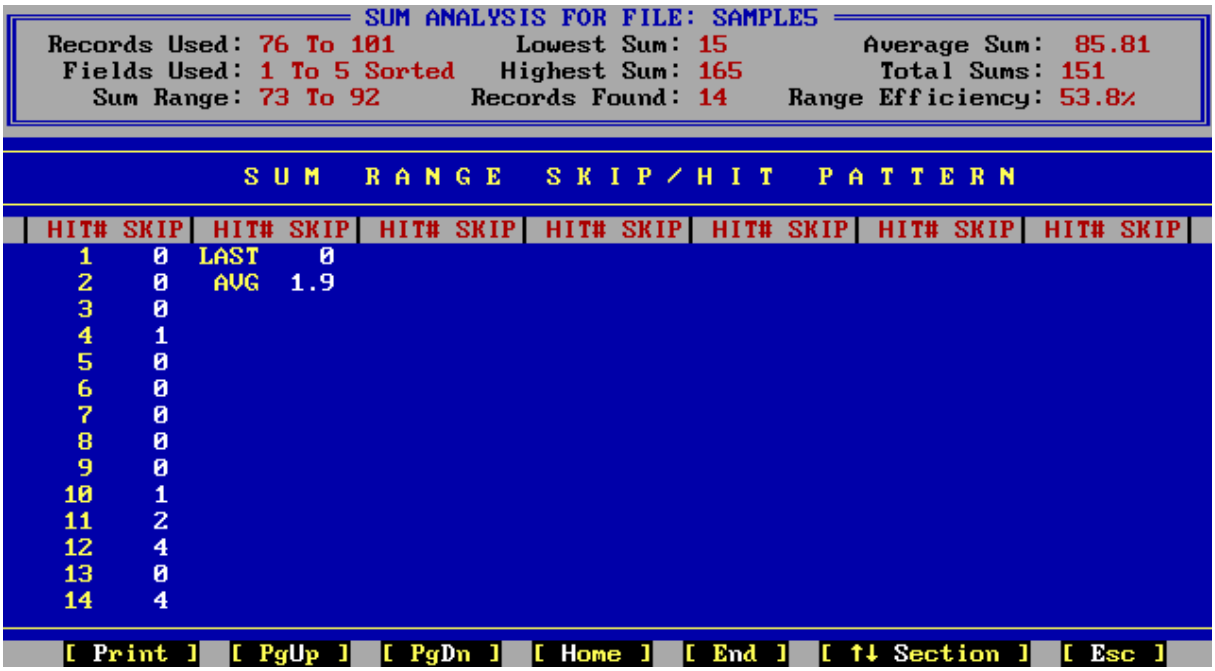


If a sum is highlighted, this indicates that the sum is also *part of the currently selected range*. It is quite common for sums in strong ranges to shadow themselves.

- **Range Skip-Hit Pattern**

This analysis is one of the most useful and powerful. It shows the interval of occurrences for sums in the currently selected range. The object here is to detect consistency and predictibility in occurrence.

The report screen shows each subsequent hit of *any sum* in the currently selected range, followed by the number of game drawings that had elapsed since any other sum in the currently selected range had occurred in a previous game drawing. These elapsed game drawings are referred to as *skips*.

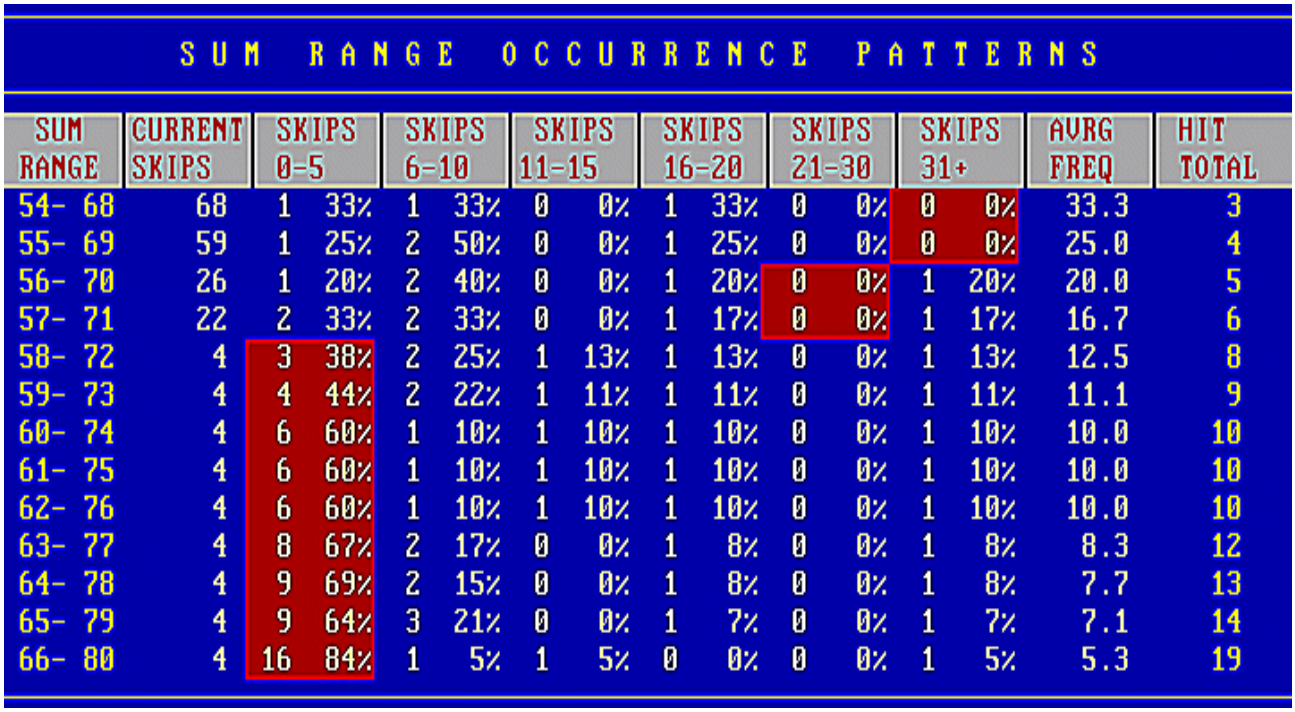


The last two listings in this report show how many games have elapsed since any sum in the target range **LAST** occurred, and the average (**AVG**) number of game drawings that elapse between hits.

What you are looking for is a low **AVG** figure, and a pattern that shows few large 'spikes' of many skips between hits. It is obvious that the wider the sum range the more consistent the pattern and the lower the **AVG**. Your job however, is to find the *narrowest* sum range that shows a consistent pattern and a low **AVG**. The narrower the sum range, the more focused your bets will be.

➢ Range Occurrence Patterns

Range Occurrence Patterns examines the tendency of a sum range to hit after a regular pattern of skips. In concept, it is an extension of the previous **Range Skip-Hit Pattern** report. To use this report you first establish a *spread* to set the size of the sum range. All possible sum ranges within the



SUM RANGE OCCURRENCE PATTERNS

SUM RANGE	CURRENT SKIPS	SKIPS 0-5	SKIPS 6-10	SKIPS 11-15	SKIPS 16-20	SKIPS 21-30	SKIPS 31+	AVRG FREQ	HIT TOTAL
54- 68	68	1 33%	1 33%	0 0%	1 33%	0 0%	0 0%	33.3	3
55- 69	59	1 25%	2 50%	0 0%	1 25%	0 0%	0 0%	25.0	4
56- 70	26	1 20%	2 40%	0 0%	1 20%	0 0%	1 20%	20.0	5
57- 71	22	2 33%	2 33%	0 0%	1 17%	0 0%	1 17%	16.7	6
58- 72	4	3 38%	2 25%	1 13%	1 13%	0 0%	1 13%	12.5	8
59- 73	4	4 44%	2 22%	1 11%	1 11%	0 0%	1 11%	11.1	9
60- 74	4	6 60%	1 10%	1 10%	1 10%	0 0%	1 10%	10.0	10
61- 75	4	6 60%	1 10%	1 10%	1 10%	0 0%	1 10%	10.0	10
62- 76	4	6 60%	1 10%	1 10%	1 10%	0 0%	1 10%	10.0	10
63- 77	4	8 67%	2 17%	0 0%	1 8%	0 0%	1 8%	8.3	12
64- 78	4	9 69%	2 15%	0 0%	1 8%	0 0%	1 8%	7.7	13
65- 79	4	9 64%	3 21%	0 0%	1 7%	0 0%	1 7%	7.1	14
66- 80	4	16 84%	1 5%	1 5%	0 0%	0 0%	1 5%	5.3	19

spread are then generated and examined for hits within pre-set skip categories.

The report shows which skip category any sum range (calculated by the spread) currently occupies (highlighted in red), and shows the incidence of hits for that range in the past while in its current category and for every of the other categories. The *percentage of hits* for each sum range while in a skip category is also shown.

The first two columns on the screen show the sum range and the last time the sum range has been hit (**CURRENT SKIPS**). The last two columns on the screen show the average frequency for each sum range, *regardless of skip category*, and the total number of hits for each sum range regardless of skip category.

What you should be looking for here is a sum range that presently occupies a skip category that shows a high incidence of hits for that sum range. If you find such a sum range that is also at its 'Frequency', then it is a strong candidate for selection.

➢ Positional Analysis

Positional Analysis is a hot/cold analysis of *positions in the sum range hot/cold analysis*. Confused? Read on.

When you run the **Sum Ranges In Order** report and select the Hot/Cold listing, you see a listing of all sum ranges of a particular spread in the order of most-to-least occurrence. The range most hit is listed in the first position, followed by the range that hit the second most, etc.

What we would like to know is; what *position in this Hot/Cold listing* actually occurred in the next game drawing, and whether is there a tendency of certain positions in the Hot/Cold listing to hit more than others.

HOT/COLD POSITION OCCURRANCES

POSIT	HITS	POSIT	HITS	POSIT	HITS	POSIT	HITS	POSIT	HITS
25	30	41	24	10	20	35	17	14	13
19	29	18	23	16	20	36	17	52	13
45	29	27	23	17	20	42	17	62	13
44	27	48	23	49	20	58	17	50	12
2	26	5	22	34	19	60	17	63	12
29	25	12	22	47	19	7	16	66	12
1	24	26	22	6	18	23	16	78	12
20	24	38	22	11	18	43	16	53	11
24	24	3	21	15	18	13	15	55	11
28	24	4	21	21	18	54	15	64	11
30	24	8	21	32	18	56	15	72	11
31	24	22	21	33	18	57	15	70	10
39	24	37	21	59	18	51	14	73	10
40	24	46	21	9	17	61	14	76	10

This is what Positional Analysis allows us to uncover. It shows us first, *the positions* in most-hit to least-hit order (shown above), then in the second section of the report, shows us *the sum ranges that currently occupy those positions.*

This analysis is accomplished by having the program examine the hot/cold listings for *every game drawing* in relation to *every preceding game drawing*.

SUM RANGES BY POSITIONAL OCCURRANCES

RANGE	SCORE	RANGE	SCORE	RANGE	SCORE	RANGE	SCORE	RANGE	SCORE
109 - 123	31	84 - 98	25	92 - 106	21	67 - 81	19	95 - 109	13
87 - 101	31	80 - 94	25	98 - 112	21	69 - 83	19	117 - 131	13
74 - 88	29	111 - 125	25	102 - 116	21	112 - 126	19	125 - 139	12
73 - 87	28	114 - 128	24	75 - 89	21	119 - 133	19	115 - 129	12
101 - 115	28	105 - 119	24	113 - 127	21	120 - 134	19	60 - 74	12
70 - 84	27	97 - 111	24	86 - 100	21	103 - 117	19	124 - 138	11
100 - 114	27	78 - 92	23	99 - 113	20	107 - 121	18	56 - 70	10
88 - 102	27	81 - 95	23	93 - 107	20	66 - 80	16	118 - 132	10
108 - 122	26	91 - 105	23	96 - 110	20	89 - 103	16	121 - 135	10
68 - 82	26	94 - 108	23	77 - 91	20	65 - 79	16	61 - 75	10
71 - 85	26	104 - 118	23	79 - 93	20	122 - 136	15	128 - 142	9
72 - 86	26	106 - 120	22	110 - 124	20	64 - 78	14	129 - 143	9
82 - 96	25	76 - 90	22	63 - 77	20	116 - 130	14	130 - 144	9
83 - 97	25	85 - 99	21	90 - 104	20	123 - 137	14	132 - 146	9

Caution: Depending on the number of database records used, this report can take a lot of time to generate. Restricting your record range to the last 100 records is strongly recommended.

Screen Report One (Top) shows us each position and the *number of times each position occurred in its ranking*. Screen Report Two (Bottom) shows us each sum range within the spread, along with a

score that shows how many times the range has hit in the position that it currently occupies in the report.

To be clear about what all this means, the sum range shown at the top position is *not necessarily* the sum range that has been hit *most overall*, but is the sum range that occupies the *position in the hot cold chart* that has most often produced the effective sum range for the next game drawing.

A Sample Analysis

The objective in using Sum Analyzer is to find the narrowest range of sums that most consistently repeat. The narrower the sum range, the fewer numbers and combinations it will take to cover it. The following sample procedure illustrates the basic approach.

The first goal is to find a sum range that represents current patterns and trends, so start with the Sum Ranges In Order report and set a spread of about 20 numbers. When in the report, click on the Screen Section button to see the ranges in hot/cold order. Make a note of the sum ranges closest to the top left. If a number of sum ranges are very close to each other in terms of being 'hot', then expand the ranges to include the lowest and highest contiguous sums.Exit the report.

Next, select the Sum Range Effectiveness report and find out what the overall efficiency of the selected range is. If the efficiency is reasonably high, such as 25% or greater, then go on to the next step. If not, then try Sum Ranges In Order again, this time using a slightly greater spread.

When you are satisfied with the efficiency, select the Range Skip/Hit Pattern report and see if your selected range shows a reasonably high consistency in being hit. What you are looking for here is a regular pattern of low skips, especially in more recent games. Check out in particular the **AVG** (average) skips at the end of the report, and the **LAST** (last hit) at the end of the report. If you see that the average hits for this range are, for instance, every 1.9 games, and LAST shows that the range has last been hit three or four games ago, then you have probably found a nice sum range to build your bets on as the range now appears due to be hit again.

Watch out for large 'spikes' in the skip patterns, especially in more recent games. If you see that a range tends to go along nicely with hits every couple of games and then suddenly disappear for 20 or 30 games, be wary.

The last step would be to either go back to Sum Ranges In Order and try to find a sum range with an even narrower spread that gives acceptable results, or to select the Sum Range Elements report and view the components of the sum range that you have settled on for use in setting up the Bet Maker.

The above scenario is intended only as a basic introduction to using Sum Analyzer and I have left out many sum reports that can contribute to the sum selection process. Be sure to read the manual carefully in order to acquaint yourself will *all* of Sum Analyzer's report features.